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# VTX SIMULATION

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Alan Dion

Iowa State University  
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## STATUS OVERVIEW: WORKING IMPLEMENTATIONS

Stand-alone tracking and vertex-finding is working in realistic simulations of Au+Au events with realistic detector response.

Matching between VTX tracks and central arms

DCA determination of tracks from heavy flavor decays

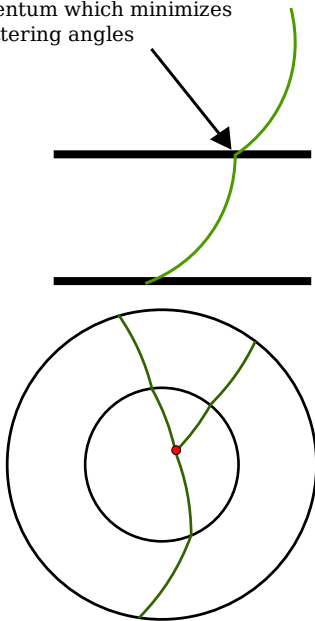
## IN PROGRESS

Photon-jet correlation study

Tighter integration of VTX software with the PHENIX infrastructure

Full-scale blind analysis using realistic simulation of VTX (and FVTX)

find momentum which minimizes these scattering angles



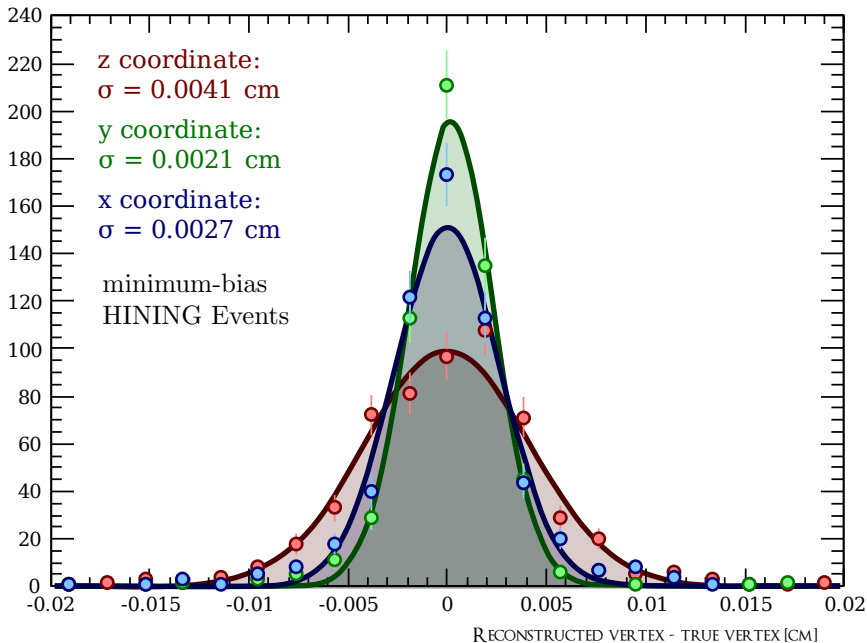
## TRACKING

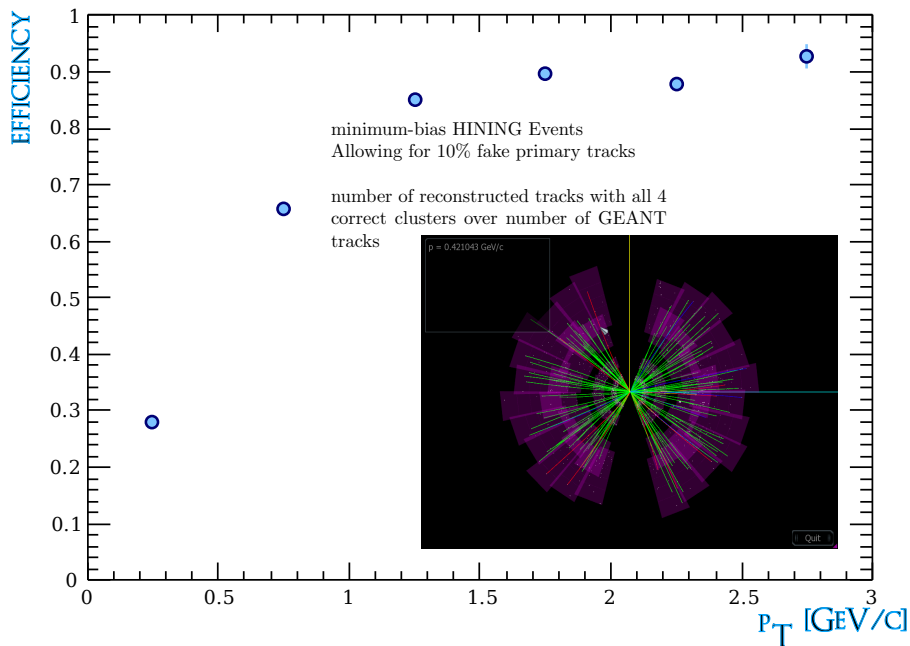
- For a constant magnetic field and given  $|\vec{p}|$  and 2 space points, a unique helix can be constructed.
- At each detector layer the track can be scattered. The interactions are assumed to be elastic.
- Tracks which have small apparent scatters are re-constructed at the momentum which minimizes the scatters.

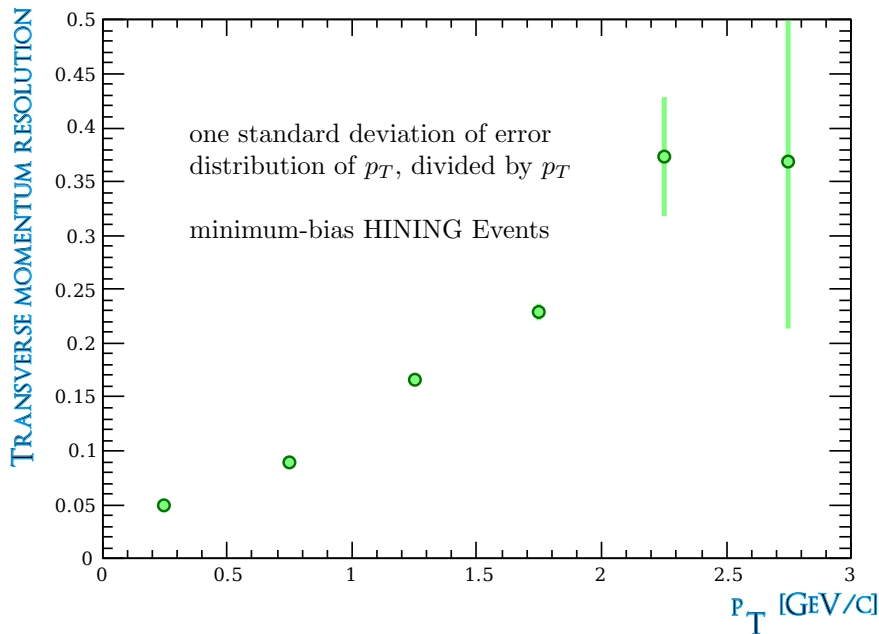
Material thickness and  $p$ -dependence of scattering is taken into account

## VERTEXING

- Using pixel layers, get initial guess at  $z$  vertex in order to filter out many secondary tracks
- Perform tracking though 4 layers for tracks which point roughly to the initial  $z$  vertex
- Find vertex position which maximizes total track quality (minimizes apparent scattering angles)





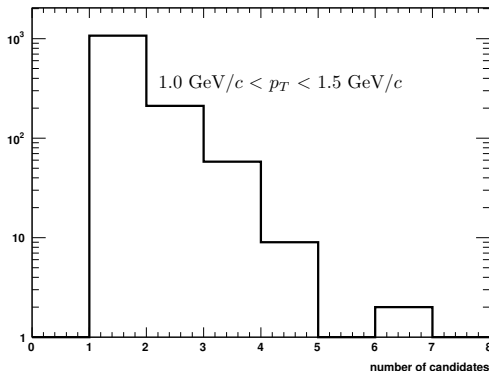


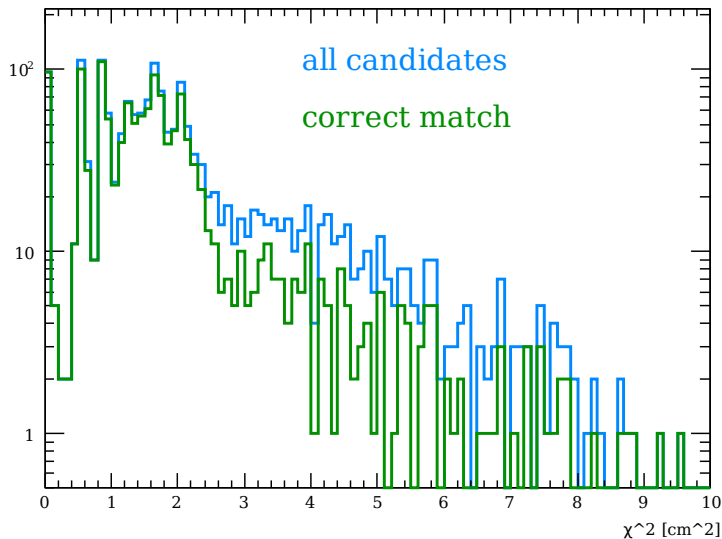
## ALGORITHM

- For each drift chamber track, make a list of candidate VTX tracks by matching in 3D momentum space.
- Project the drift chamber track back to the VTX and calculate the intersection positions with the VTX layers
- Select the candidate which minimizes  $\sum_{\text{layers}} |\vec{x}_{\text{cluster}} - \vec{x}_{\text{projection}}|^2$

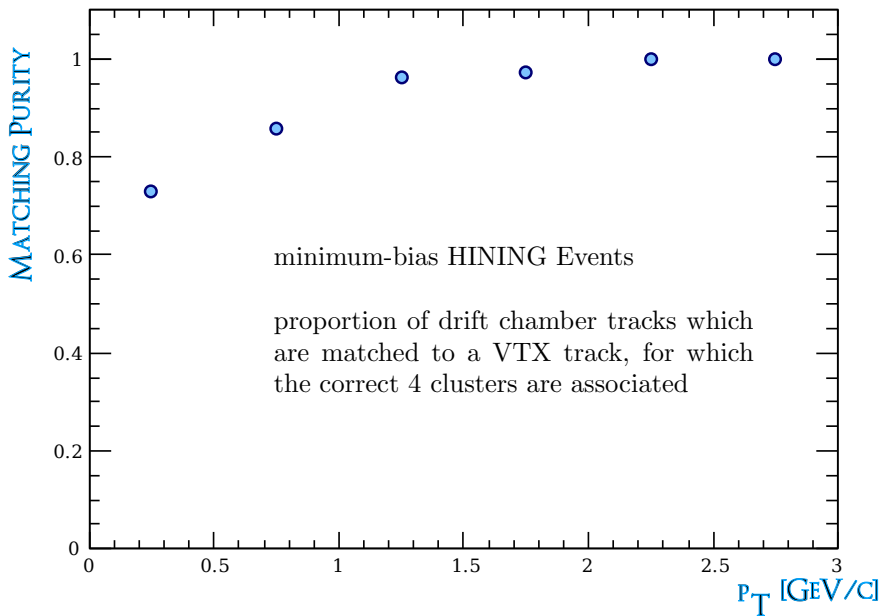
only momentum cut  
is used in this plot  
(no position  $\chi^2$ )

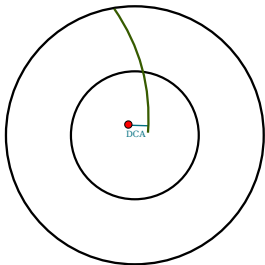
minimum-bias  
MINING Events





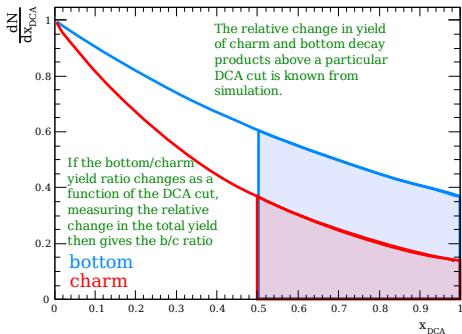






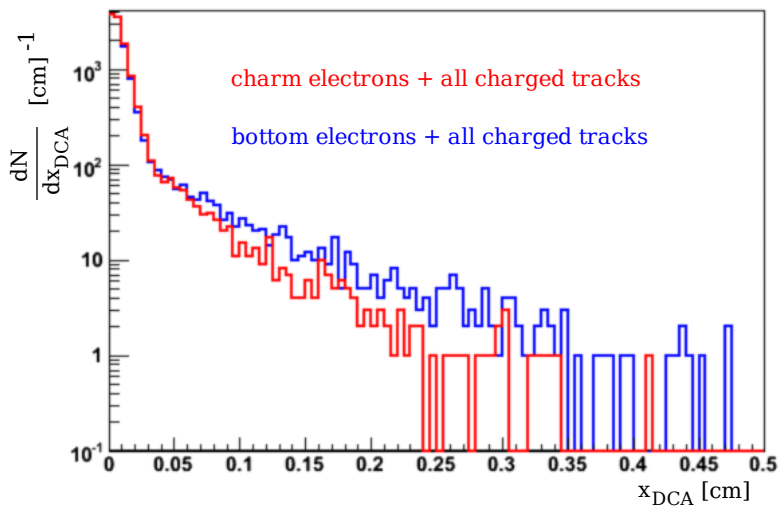
## KEY POINTS

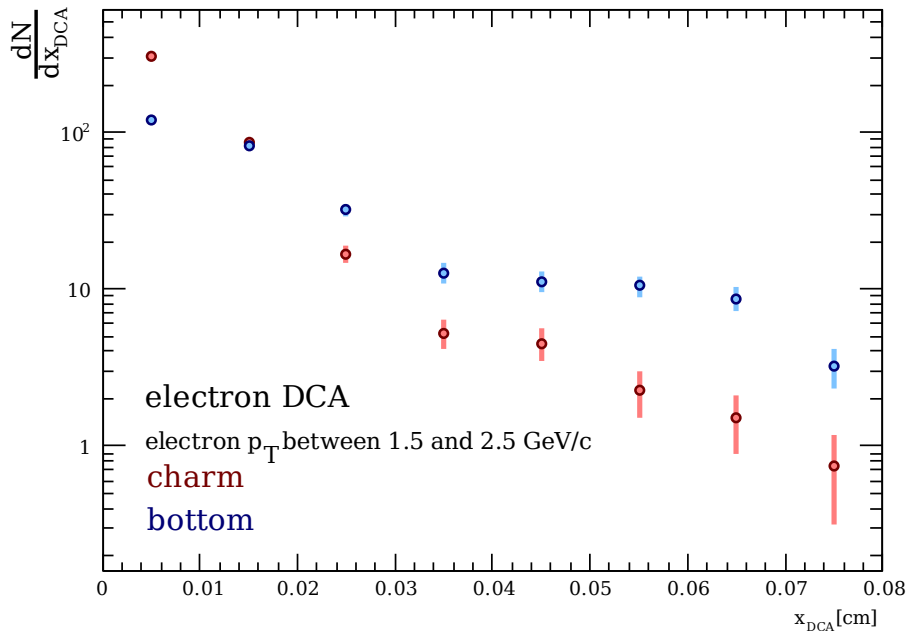
- Electron identification in PHENIX is robust, and the number of electrons per event is small.
- Matching to the central arms is simple above  $p_T$  of 1 GeV/c. The multiplicity is dominated by low  $p_T$  tracks.
- In PHENIX, most (2/3) electrons with  $p_T$  above 2 GeV/c come from heavy flavor decays.

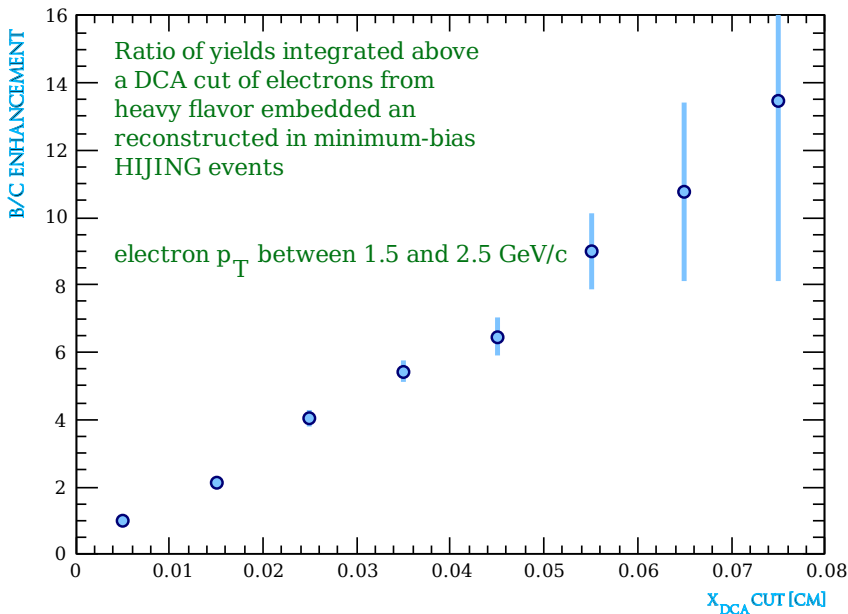


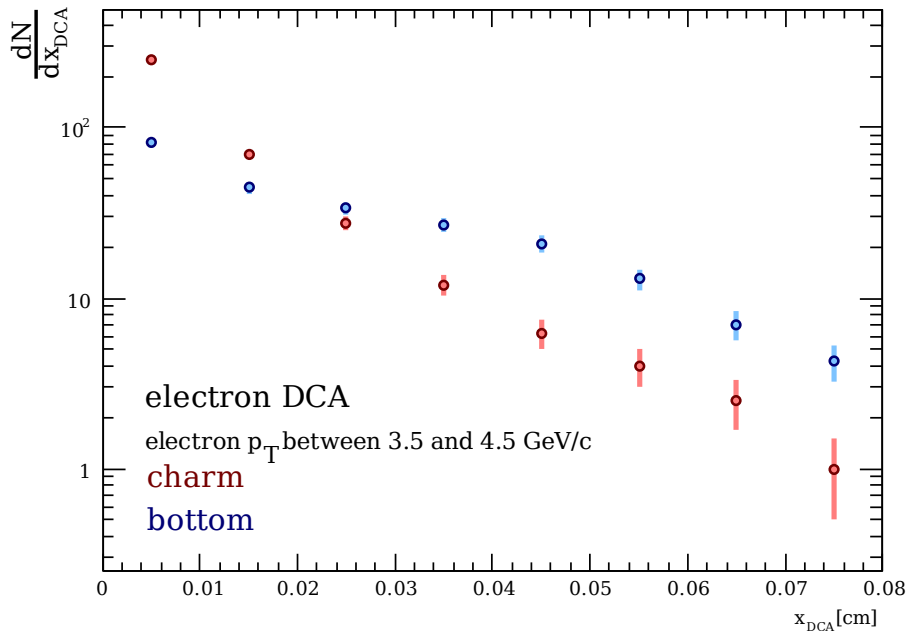
## ALGORITHM

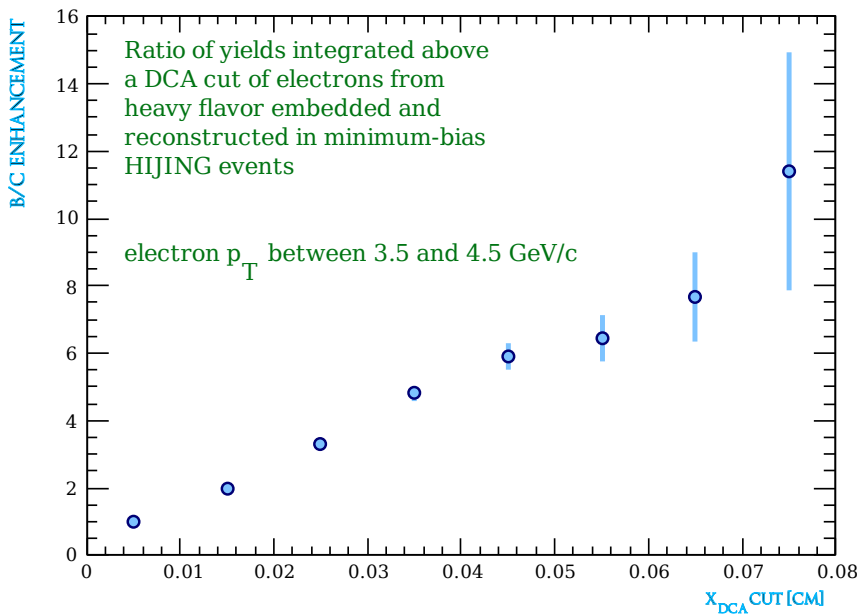
- Use simulation and knowledge of  $D, B$  kinematics to obtain  $dN/dx_{DCA}$  for decay electrons
- Measure yield of electrons integrated above a DCA cut as a function of the DCA cut
- Fit the yield vs. DCA to the known shapes for  $B$ ,  $D$ , and background  $e^\pm$











## IF YOU BUILD IT...

In realistic simulations all the tools for  $c/b$  separation via  $e^\pm$  are in place.

Matching between VTX tracks and central arms is easy above 1 GeV/ $c$

Performance does not degrade in Au+Au collisions

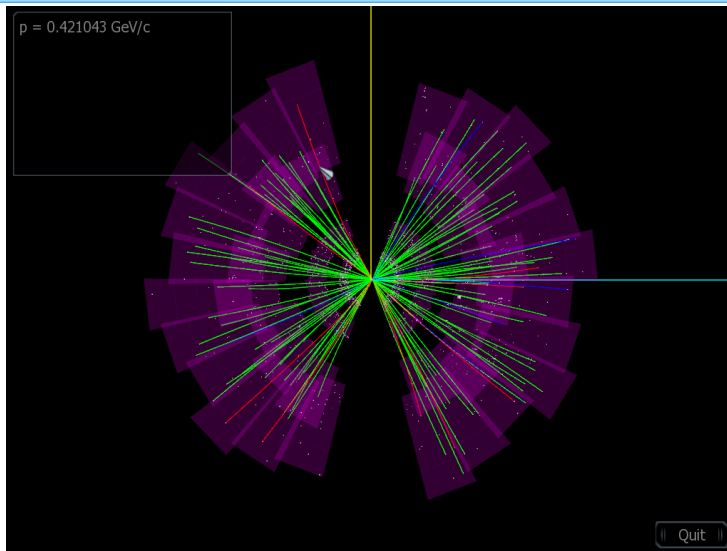
## PHYSICS WILL COME

The blind analysis will have us ready for data analysis on day 1

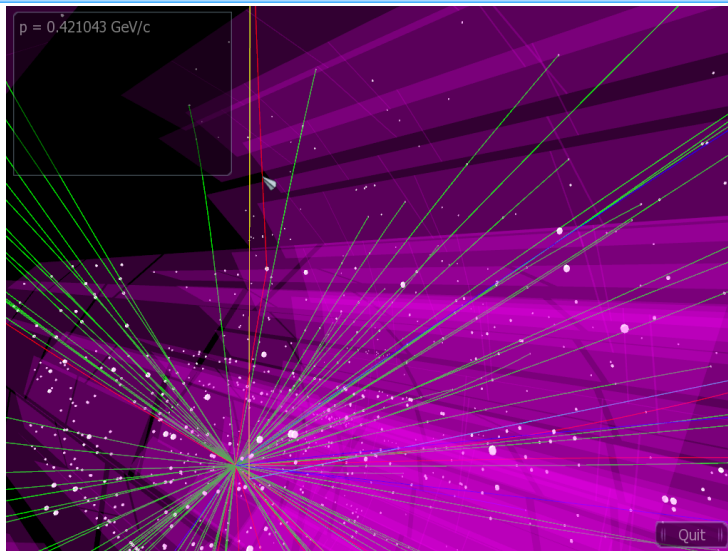
There are other techniques to separate  $c$  &  $b$ , such as vertex multiplicity

Other opportunities, such a triggering and correlating with other PHENIX upgrades, are being explored

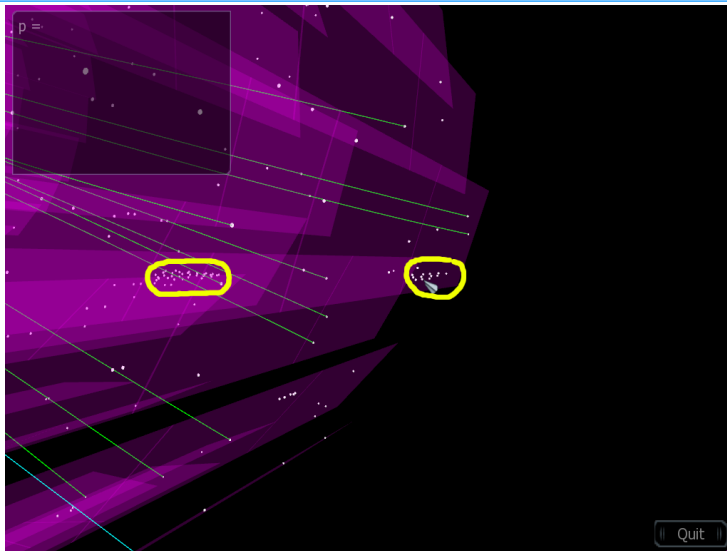




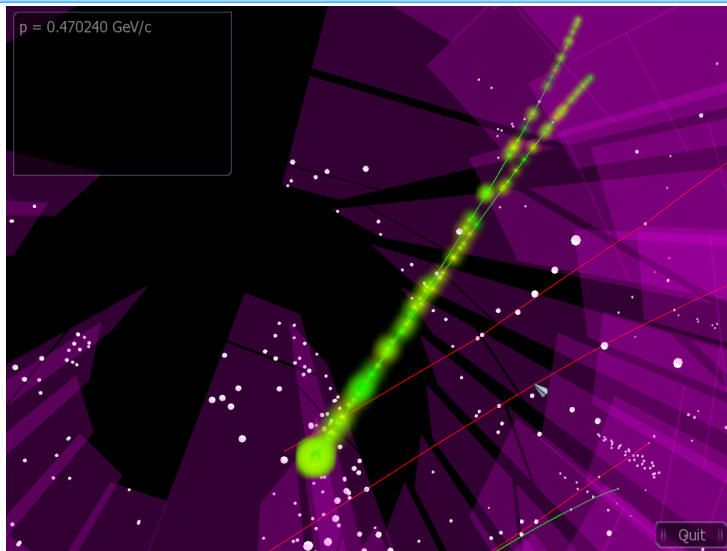
Green: properly reconstructed track. Red: MC track not reconstructed. Blue: ghost track



Note the large scatter in the 3rd layer. This track won't be reconstructed.



In high multiplicity events, curlers and noise become a nuisance.



We can reconstruct photon conversions in the beampipe and inner layer!